CONTENTS

2 THE HEROES' CHALLENGE
3 SETTING UP
4 CONTROLS
5 GAME MODES
6 RULES
7 GAME SCREEN DISPLAY
8 STARTING THE GAME
9 OPTION MODE
10 SPECIAL ATTACKS
11 AERIAL RAVE
12 CHARACTERS
13 AKUMA
14 BISON
15 BLACKHEART
15 CAPTAIN AMERICA
16 CHUN-LI
16 CYCLOPS
17 DAN
17 DHALSIM
18 HULK
18 KEN
19 OMEGA RED
19 RYU
20 SAKURA
20 SHUMA-GORATH
21 SPIDER-MAN
21 WOLVERINE
22 ZANGIEF
THE HEROES’ CHALLENGE

Setting Up

Set up your PlayStation game console according to the instructions in the instruction manual. Make sure the power is off before starting or removing a compact disc.

Insert the MARVEL SUPER HEROES VS STREET FIGHTER disc and close the disc tray. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Memory Cards

To save game settings and results, and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console before starting play. See page 7 for more information.

Controls

These are the default button assignments. To change the assignment, use the Key Config option (see page 7).

Start Button

- Start game/bypass demo
- Pause music
- Put-in for Player 2

Select Button

- Pause
- Display dast while playing

Directional Buttons

Use these controls for characters facing right. Reverse the left/right directions for characters facing left.

Vertical jump
- Diagonal forward jump
- Move forward
- Crouch
- Crouching block
- Move backward/standing block
- Diagonal backward jump

Other Actions

X = Choose
△ = Cancel

This game is compatible with the Dual Shock® Analog Controller. Turn vibration off in Option mode (see page 7). If a 3-player game, you must insert two controllers into your PlayStation game console.
GAME MODES

At the Title screen, press the Start button to display the Game Mode menu. Use the Directional buttons to choose a mode, and press the Start button or the X button. Player 2 can join in by pressing the Start button on controller 2.

Battle - 1 or 2 players. Choose your main character and support character. You can continue as many times as you want, even if you lose.

Versus - 2 player competition. Select characters, then adjust handicaps and select a stage. When VS MODE HANDICAP is set to AUTO in Option mode, handicaps will be adjusted automatically after each match. You must have two controllers connected to play Versus mode.

Training - 1 player. Practice your moves and combos. Choose your main character, support character, and an opponent. Press the Start button while practicing to display the Training menu.

Hero Battle - Control a Marvel Super Heroes or Street Fighter team to fight a CPU-controlled Street Fighter or Marvel Super Heroes team. If you win a match, you will fight the next opponents. If you lose, choose another two characters from your team. Beating all characters on the opposing team to win. The game ends when you win, or all your characters are defeated.

Cross Over (Special Exclusive Tag-Team Mode) - Allows you to choose your main character while the CPU selects your teammate. Throughout this mode, you fight a true tag-team match against identical CPU opponents. This mode gives you the ability to switch between both characters during battle.

Option - Adjust various game settings (see page 7).

Gallery - Check out artwork from the game, and see the victory endings of characters you've won with in Battle mode.

RULES

Match - The first player to win two out of three rounds wins the match. (You can change the number of winning rounds in Option mode; see page 7). If time runs out before either player wins, the fighter with the most vitality left is declared the winner.

Win Mark - When you win a round, a Win Mark appears under your fighter's vitality gauge.

Draw Game - A draw game is declared when both players' Vitality gauges drain out at the same time (double K.O.), or both players have the same amount of vitality remaining when time runs out.

GAME SCREEN DISPLAY

Time Counter - Shows the time left. When time reaches 0, the match is decided by the remaining display of both teams. You can turn the time counter ON or OFF in Option mode (see page 7).

Score/Wins - Your current score. The number appears on number of rounds for 2 player games.

Vitality Gauge - The color bar decreases as a fighter takes damage. Try not to take damage for a short while, and your character's vitality will gradually recover. If vitality reaches 0, the character is knocked out (K.O.).

Main Character/Support Character - Names of the main and support characters chosen for the match.

Easy Mark - Displays "EASY" mode and/or "BEGINNER" mode when used (see page 5).

Hyper Combat Gauge - The color in the gauge builds up as you attack. When it is full, your character will be able to use powerful moves (see page 10).

Dizziness Gauge - The color builds up as a character takes damage. When it is full, the character becomes dazed for a short time.

Bonus Message - Appears when you perform a super move, such as an Aerial Kame...
STARTING THE GAME

After choosing a game mode, you'll see the Character Select screen. Use the Directional buttons to choose a main character and support character. On page 99, pressing the X button cancels each choice. Then choose a control mode, and a game speed.

CONTROL MODE

Manual is the normal controls shown on page 14-12 for special modes.

Easy - the following simple controls for special moves:
- **Cumbus** press LPA/K rapidly.
- **Special Moves** press MP/HP/MK/HK rapidly.
- **Hyper Cumbus** press two punches or kicks rapidly.
- **Aerial Maneuver** press L.P and L.K simultaneously, see page 12.

Beginner - use the simplest controls to play. These controls are the same as in Easy mode. To perform comboed and special moves, press and hold the buttons instead of pressing rapidly.

GAME SPEED

Normal - Standard game speed.
Turbo - Fast game speed.

OPTION MODE

Use Option mode to adjust game settings. Use the Directional buttons: press ↑/↓ to choose a setting; press →/← to make adjustments.

**Difficulty**
Adjust the skill level for Battle Mode: the more stars, the more difficult.

**Time Limit**
Set the match time counter; ON or OFF. When ON, a match ends after 99 seconds if neither opponent is KO'd. When OFF, a match continues until one of the fighters is defeated.

**Match**
Choose the number of rounds in a match.

**Turbo Speed**
Set the game speed. The more stars, the faster the game.

**Short Cut**
Turn ON to shorten loading time.

**Vibration**
Toggle the vibration feature ON or OFF when using an Dual Shock Analog Controller.

**VS Mode Handicap**
If AUTO is chosen, handicaps in Versus mode will be automatically adjusted after each match. If MANUAL is chosen, you can adjust the handicaps yourself.

**Sound Mode**
Choose MONOURAL or STEREO audio.

**Sound Test**
Sample the game music. After selecting a track, press the X button to play and the △ button to stop.

**BGM/S.E. Volume**
Adjust the background music or sound effects volume. The more stars, the louder the volume.

**Key Config**
Reassign the button controls for punches and kicks.

**Adjust Screen**
Use the Directional buttons to center the game screen on your monitor.

**Memory Card**
Save and load game data. Using a Memory Card in Memory Card Slot 1 of the PlayStation game console. Do not remove the Memory Card while saving or loading; doing so could damage game data.
HYPER COMBO

A Hyper Combo is a Directional button move plus two punches or kicks simultaneously. Each character’s Hyper Combo is located on pages 24-25. Hyper Combos deliver extra damage to opponents. A Hyper Combo uses one Hyper Combo gauge.

HYPER COMBO GAUGE

The Hyper Combo gauge builds up power with each regular attack. When it is full, you can perform Hyper Combos and other special moves. You can raise the gauge up to level 3.

HYPER COMBO SERIES

When your attack hits an opponent, perform a Hyper Combo quickly to turn it into a successive attack. You can also connect one Hyper Combo to another as a successive move.

VITALITY RECOVERY

When you take damage, your Vitality gauge drains. If you defend yourself and do not take damage for a short while, the Vitality gauge will gradually recover.

VARIABLE HERO BATTLE

Before starting a game, you’ll choose two fighters from 17 available characters (eight Marvel Super Heroes and nine Street Fighters). The first hero you choose is your main character, and the second is your support character. During a battle, you can call out your support character by performing the various moves shown on this page.

Note: The controls are for characters facing right. Reverse the left/right controls for characters facing left.

Variable Assist

MP + MK (press simultaneously)
Your support fighter will join in to perform an assist attack.

Variable Counter

↓↓↓ + any P or K
Your support fighter will join in to perform a counterattack. This move requires one Hyper Combo gauge.
In Cross Over mode, the command is:
↓↓↓ + HP or HK (press simultaneously)

Variable Combination

↓↓ + P and K of the same strength (press simultaneously)
Your support fighter will join in to perform a super powerful combination Hyper Combo. This move requires two Hyper Combo gauges.
In Cross Over mode, the command is:
↓↓ + HP or HK (press simultaneously)

Variable Attack

HP + HK (press simultaneously)
Cross Over mode only. Your support fighter will join in to attack and take a turn. In the meantime, the resting partner’s Vitality gauge will gradually recover.
SPECIAL ATTACKS

The following controls are for characters facing right. Reversethe left-right controls for characters facing left.

**Dash**

- ✧ for ✩ ✩ rapidly or PPF (press 3 punches simultaneously)
- Move faster than a standard walk.

**Super Jump**

- ✩ ✩ rapidly or KKK (press 3 kicks simultaneously)
- Jump much higher than a standard jump. During a Super Jump, you can move right or left and perform moves many times.

**Block, Air Block**

- ✧ for ✩ away from opponent

**Throw, Grab**

- ✧ + MP or HP (close to an opponent)
- Throw your opponent. Some characters grab the opponent instead of throwing.

**Parrying Throw**

- When an opponent grabs you, press
- Any Directional button (except ✧) + MP or HP or MK or HK
- Escape an opponent’s throw or reduce your damage.

**Dodge**

- When your character falls down, press
- ✧ ✩ ✩ P or K (before landing)
- Roll and quickly stand up to escape your opponent’s additional attacks.

**Chain Combo**

- L (P or K) ➔ M (P or K)
- ➔ H (P or K)
- Quickly press the attack buttons in order.

**Advancing Guard**

- PPF (press 3 punches while blocking)
- Push your opponent back.

**Recovery**

- Any Directional button
- + any P and K (rapidly)
- Recover from dizziness rapidly or escape grab moves quickly.
An Aerial Rave is a successive move that knocks an opponent up in the air; your fighter then executes a Super Jump, and performs a combo while airborne.

1. First, hit an opponent with an Aerial Rave Start Move (see pages 14-22). You can also start the move by pressing LP + LK simultaneously.

2. When the opponent is knocked up in the air, perform a Super Jump by pressing ↩.

3. When you catch up with the opponent, perform a chain combo in the air.

Note: If you're playing Easy or Beginner mode, perform an Aerial Rave Beginner move and Super Jump by just pressing LP + LK simultaneously (see page 6).
A mysterious martial artist with a super power. Is he a god or a devil?

**SPECIAL MOVES**

1. Gojou Hadooken
2. Gojou Shoryuken
3. Tatsumaki Tannkyoku
4. Ashura Senku
5. Tenma Kujinki

**HYPER COMBO**

1+2: Messatsu Gojou Hado
3+4: Messatsu Gojou Shoryu
Shun Gokurakusa

**AERIAL RAVE START MOVE**
Crouching Heavy Punch

---

The leader of the evil organisation Shadowlaw. What is he attempting this time?

**SPECIAL MOVES**

1. Psycho Slash
2. Psycho Field
3. Double Knee Press
4. Head Press
5. Somersault Skull Diver
6. Siren Warp
7. Fly

**HYPER COMBO**

1+2: Psycho Crusher
3+4: Scissors Kick Nightmare

**AERIAL RAVE START MOVE**
Standing Heavy Punch

---

A mysterious demon prince from the Netherworld. He drives his enemies to despair with his black magic.

**SPECIAL MOVES**

1. Dark Thunder
2. Inferno

**HYPER COMBO**

1+2: Armageddon
3+4: Judgment Day
Heart of Darkness

**AERIAL RAVE START MOVE**
Standing Medium Punch

---

The living embodiment of America. He is a Super-Soldier whose potential power has been stretched to the max.

**SPECIAL MOVES**

1. Shield Slash
2. Stars & Stripes
3. Charging Star

**HYPER COMBO**

1+2: Final Justice
3+4: Hyper Charging Star
Hyper Stars & Stripes

**AERIAL RAVE START MOVE**
Standing Medium Punch/Crouching Heavy Punch
A Chinese detective investigates this mystery.

**Special Moves**
1. Kikouken
2. Tenshokyouku
3. Hyakuretsukyaku (rapidly)
4. Senensyu

**Hyper Combos**
1+2: Kikoushou
3+4: Senretsukyaku
Hazan Tenshoukyaku

**Aerial Rave Start Move**
Standing Heavy Kick

---

The self-professed strongest martial artist. No one can stop him now!

**Special Moves**
1. Gadouken
2. Kouryaken
3. Dankukyaku
4. Premium Sign

**Hyper Combos**
1+2: Shinkuu Gadouken
3+4: Hissou Buraiken
Kouryuurekka
Otoko Michi (HP, LP, L, LP (Level 3))

**Aerial Rave Start Move**
Crouching Heavy Punch

---

The leader of the uncanny X-Men. He fires a powerful optic blast from his eyes.

**Special Moves**
1. Optic Blast
2. Rising Uppercut
3. Cyclone Kick
4. Running Stun Drop
Optic Sweep
Rapid Punch

**Hyper Combos**
1+2: Mega Optic Blast
3+4: Super Optic Blast

**Aerial Rave Start Move**
Standing Medium Punch

---

A mysterious Indian, he burns enemies with the flame of Yoga.

**Special Moves**
1. Yoga Fire
2. Yoga Flame
3. Yoga Blast
4. Yoga Teleport (or + P) + PPP (or KKK)

**Hyper Combos**
1+2: Yoga Inferno
3+4: Yoga Strike

**Aerial Rave Start Move**
Standing Medium Punch

---

The self-professed strongest martial artist. No one can stop him now!

**Special Moves**
1. Gadouken
2. Kouryaken
3. Dankukyaku
4. Premium Sign

**Hyper Combos**
1+2: Shinkuu Gadouken
3+4: Hissou Buraiken
Kouryuurekka
Otoko Michi (HP, LP, L, LP (Level 3))

**Aerial Rave Start Move**
Crouching Heavy Punch

---

The leader of the uncanny X-Men. He fires a powerful optic blast from his eyes.

**Special Moves**
1. Optic Blast
2. Rising Uppercut
3. Cyclone Kick
4. Running Stun Drop
Optic Sweep
Rapid Punch

**Hyper Combos**
1+2: Mega Optic Blast
3+4: Super Optic Blast

**Aerial Rave Start Move**
Standing Medium Punch

---

A mysterious Indian, he burns enemies with the flame of Yoga.

**Special Moves**
1. Yoga Fire
2. Yoga Flame
3. Yoga Blast
4. Yoga Teleport (or + P) + PPP (or KKK)

**Hyper Combos**
1+2: Yoga Inferno
3+4: Yoga Strike

**Aerial Rave Start Move**
Standing Medium Punch

---

The self-professed strongest martial artist. No one can stop him now!

**Special Moves**
1. Gadouken
2. Kouryaken
3. Dankukyaku
4. Premium Sign

**Hyper Combos**
1+2: Shinkuu Gadouken
3+4: Hissou Buraiken
Kouryuurekka
Otoko Michi (HP, LP, L, LP (Level 3))

**Aerial Rave Start Move**
Crouching Heavy Punch
**Hulk**

- An emerald-colored giant with mountain-climbing strength and a temper to match!

**SPECIAL MOVES**

1. **Gamma Tornado**
2. **Gamma Slam**
3. **Gamma Charge**
4. **Gamma Charge (anti-air)**

**HYPER COMBOS**

1+2 **Gamma Wave**
3+4 **Gamma Crush**

**AERIAL RAVE START MOVE**

Standing Heavy Kick / Crouching Heavy Punch

---

**Omega Red**

- An artificial mutant who seeks enemies' vitality with his carbonadium tendril.

**SPECIAL MOVES**

1. **Carbonadium Coil**
2. **Death Factor**
3. **Energy Drain**
4. **Omega Strike**

**HYPER COMBOS**

1+2 **Omega Destroyer**
3+4 **Carbonadium Streaker**

**AERIAL RAVE START MOVE**

Standing Medium Punch

---

**Ryu**

- The eternal challenger, Ryu seeks true strength.

**SPECIAL MOVES**

1. **Fireball**
2. **Dragon Punch**
3. **Hurricane Kick**

**HYPER COMBOS**

1+2 **Shippu Jinrai Kyoku**
3+4 **Shinryu Ken**

**AERIAL RAVE START MOVE**

Crouching Heavy Punch

---

**Ken**

- Special Moves include:

**SPECIAL MOVES**

1. **Fireball**
2. **Dragon Punch**
3. **Hurricane Kick**

**HYPER COMBOS**

1+2 **Shinku Hidooken**
3+4 **Shinku Taisanuki Senpaikyoku**

**AERIAL RAVE START MOVE**

Crouching Heavy Punch
**Sakura**

A high-school girl joins the Street Fighter battle in spite of her friends' attempts to stop her.

**Special Moves**

1. Shououken
2. Hadouken
3, 4. Shinpukyuaka

**Hyper Combos**

1-2. Midare Zakura
3-4. Shinku Hadouken

**Aerial Rave Start Move**
Crouching Heavy Punch

---

**Shuma-Gorath**

A hero with a spider's quickness. He swings webs that can stop any blow.

**Special Moves**

1. Web Ball
2. Spider Sting
3. Web Swing
4. Web Throw

**Hyper Combos**

1-2. Maximum Spider
3-4. Crawler Assault

**Aerial Rave Start Move**
Standing Medium Punch

---

**Spider-Man**

A tough hero who strikes evil with his adamantium claws and animal instincts.

**Special Moves**

1. Berserker Barrage
2. Torpedo Claw

**Hyper Combos**

1+2. Berserker Barrage X
3+4. Fatal Claw

**Aerial Rave Start Move**
Standing Heavy Kick

---

**Wolverine**

A high-speed hero who attacks with his retractable claws.

**Special Moves**

1. Berserker Barrage

**Hyper Combos**

1+2. Berserker Barrage X

**Aerial Rave Start Move**
Standing Medium Kick
The Red Cyclone of Russia, Zangief is a pro wrestler with a body of steel!

**SPECIAL MOVES**

<table>
<thead>
<tr>
<th></th>
<th>Move</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Screw Pile Driver</td>
<td>360° turn + P (near opponent)</td>
</tr>
<tr>
<td>2</td>
<td>Double Lariat</td>
<td>PPP (or KKK)</td>
</tr>
<tr>
<td>3</td>
<td>Flying Power Bomb</td>
<td>⬅️➡️⬇️➡️ + K</td>
</tr>
<tr>
<td>4</td>
<td>Banishing Flat</td>
<td>⬅️⬇️➡️ + P</td>
</tr>
<tr>
<td></td>
<td>Aerial Russian Slam</td>
<td>⬅️⬇️➡️ + K</td>
</tr>
</tbody>
</table>

**HYPER COMBOS**

<table>
<thead>
<tr>
<th></th>
<th>Combi.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Final Atomic Buster</td>
<td>360° turn + PF</td>
</tr>
</tbody>
</table>

**AERIAL BAVE START MOVE**

- Crouching Medium Punch